What is claimed is:

1. A method for configuring a paytable for a gaming terminal, the gaming terminal having a microprocessor which controls game play of said gaming terminal, said microprocessor coupled to a memory, a display device and at least one input device, comprising:

receiving identification information in said gaming terminal from a first user;

comparing said identification information with authorized identities to verify said first user is authorized to access paytables of said gaming terminal;

receiving information from said first user, using said input device, for defining at least a part of at least a first paytable;

calculating at least an overall payout ratio for said paytable using said microprocessor;

outputting information related to results of said calculating; and

storing said first paytable in said memory.

2. A method, as claimed in claim 1, further comprising displaying, on said display device, information from a stored paytable, different from said first paytable, and wherein said step of receiving information from said first user comprises receiving information for modifying said stored paytable to define said first paytable.

3. A method, as claimed in claim 1, wherein said information for defining at least a part of at least a first paytable comprises information for defining the magnitude of a monetary prize, in the absence of an ability of said first user to define or change a prize win frequency.

4. A method, as claimed in claim 1, wherein said step of calculating comprises calculating all possible game outcomes and any prizes associated with each possible game outcome.

5. A method, as claimed in claim 1, further comprising comparing, in said gaming terminal, results of said calculating to predetermined gaming criteria and outputting a message if said results fail to comply with said criteria.

6.   A method, as claimed in claim 5, further comprising outputting, from said gaming terminal, at least a first suggested modification of said first paytable when said results fail to comply with said criteria.

7.   A method, as claimed in claim 5, wherein said microprocessor is programmed to prevent use of said first paytable until information is input to said gaming terminal confirming regulatory approval of said first paytable.

8.   Apparatus for configuring a paytable for a gaming terminal, comprising:
electronic data processor means for controlling game play of said gaming terminal;
means, coupled to said gaming terminal, for receiving identification information from a first user;
said processor means being programmed to compare said identification information with authorized identities, stored in memory means coupled to said processor means, to verify said first user is authorized to access paytables of said gaming terminal;
input means, coupled to said processor means, for receiving at least first information from said first user for defining at least a part of at least a first paytable;
said processor means being programmed to calculate at least an overall payout ratio for said paytable;
means for outputting information related to results of said calculating; and
said processor means being programmed to store said first paytable in said memory means.

9.   Apparatus, as claimed in claim 8, further comprising display means, coupled to said microprocessor, for displaying information from a stored paytable, different from said first paytable, and wherein said first information is information for modifying said stored paytable to define said first paytable.

10.   Apparatus, as claimed in claim 8, wherein said first information comprises information for defining the magnitude of a monetary prize, in the absence of an ability of said first user to define or change a prize win frequency.

11.   Apparatus, as claimed in claim 8, wherein said processor means is programmed to calculate all possible game outcomes and any prizes associated with each possible game outcome.

12.   Apparatus, as claimed in claim 8, wherein said processor means is programmed to compare results of said calculating to predetermined gaming criteria and output a message if said results fail to comply with said criteria.

13.   Apparatus, as claimed in claim 12, wherein said processor means is programmed to output at least a first suggested modification of said first paytable when said results fail to comply with said criteria.

14.   Apparatus, as claimed in claim 8, wherein said processor means is programmed to prevent use of said first paytable until information is input to said gaming terminal confirming regulatory approval of said first paytable.

15.   Apparatus for configuring a paytable for a gaming terminal, comprising:
      a microprocessor programmed to control game play of said gaming terminal;
      an input device, coupled to said microprocessor, for receiving at least first information from said first user for defining at least a part of at least a first paytable;
      said microprocessor being programmed to calculate at least an overall payout ratio for said paytable;
      an output device which is controlled to output information related to results of said calculating; and

said microprocessor being programmed to store said first paytable in a memory coupled to said microprocessor.

16.   Apparatus as claimed in claim 15 wherein said input device is a touchscreen device.

17.   Apparatus, as claimed in claim 15, wherein said touchscreen displays information from a stored paytable, different from said first paytable, and wherein said first information is information for modifying said stored paytable to define said first paytable.

18.   Apparatus, as claimed in claim 15, wherein said first information comprises information for defining the magnitude of a monetary prize, in the absence of an ability of said first user to define or change a prize win frequency.

19.   Apparatus, as claimed in claim 15, wherein said microprocessor is programmed to calculate all possible game outcomes and any prizes associated with each possible game outcome.

20.   Apparatus, as claimed in claim 15, wherein said microprocessor is programmed to compare results of said calculating to predetermined gaming criteria and output a message if said results fail to comply with said criteria.

21.   Apparatus, as claimed in claim 20, wherein said microprocessor is programmed to output at least a first suggested modification of said first paytable when said results fail to comply with said criteria.

22.   Apparatus, as claimed in claim 15, wherein said microprocessor is programmed to prevent use of said first paytable until information is input to said gaming terminal confirming regulatory approval of said first paytable.

23.   A method for approving a change to a gaming terminal paytable comprising:

inputting, to said gaming terminal, first information indicative of a paytable change;

transmitting, from said gaming terminal to a remote computer of a gaming regulatory agency, second information indicative of said paytable change;

analyzing said second information in said remote computer and, if said analyzing indicates regulatory compliance, transmitting, from said remote computer, for use in said gaming terminal, third information indicating regulatory approval of said paytable change.